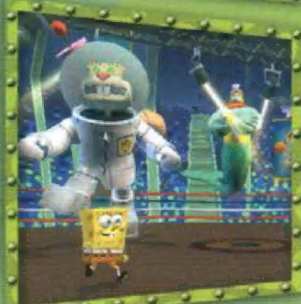


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GAME BOY ADVANCE



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INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Rev-D (1)

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EVERYONE
Cartoon Violence

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GETTING STARTED

Setting up

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.
2. Insert your **Tak and the Power of Juju** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. If you want to save a game, insert the Nintendo GameCube™ Memory Card with at least 38 free blocks into Memory Card Slot A. See more about Memory Cards below.
5. Press the Power Button ON.

IMPORTANT: Make sure not to touch the Control Stick during set-up.

Memory Cards

You must have a Nintendo GameCube™ Memory Card (sold separately) in order to save game progress. Insert the Nintendo GameCube™ Memory Card into Memory Card Slot A before starting the game.

Lost data cannot be recovered. To avoid data loss:

- Do not remove the Memory Card while data is being read or written.
- Do not press incorrect buttons during the saving and loading process.
- Keep the terminal area clean.

CONTROLS



MENU CONTROLS

Start/Pause game	START
Display objectives	Z Button + Control Pad
Highlight menu items	Control Stick or Control Pad
Previous screen	B Button
View collected items	L Button + Control Pad

TAK CONTROLS

Walk	Control Stick or Control Pad
Jump (or Pole Vault when holding the Blowgun)	A Button
Double Jump	A Button (tap twice)
Normal Jump (when holding Blowgun)	L Button (hold) + A Button

Somersault Jump (when holding the Club or the Spirit Rattle)	L Button (hold) + A Button
Climb rope	Control Stick or Control Pad ↑ or ↓
Swing back-and-forth on rope	B Button
Attack	B Button
Aim and Fire Blowgun	Y Button (tap once) then Control Stick to aim, then B Button to shoot
Change held item	R Button
Use	Y Button
Jump on/off animal	Y Button
Put object down	Y Button
Throw object	B Button
Aim and throw object	B Button (hold) + Control Stick to aim then release B Button
Use Juju Power	X Button
Cycle through your Juju powers	Hold L or R Button + Z Button
Shift	L Button
Change camera view	C Stick

SWIMMING

Swim	Control Stick
Jump out of the water	A Button

TAK CHICKEN SUIT

Flap your chicken wings	A Button
Change camera angle in air	R Button
Lay an egg	B or L Button

SNOWBOARDING AND SANDBOARDING

Ollie (to preload jump)	A Button (hold and release)
Drift left (when airborne)	L Button
Drift right (when airborne)	R Button
Carve	Control Stick
Grab	B Button + Control Stick (while airborne)
Grind	Y Button
Turbo (when Boost Meter full)	Z Button
Flips (forward or back)	Control Stick ↑ or ↓
Spins	Control Stick ← or →

MAIN MENU

When the Title Screen appears, press START to bring up the Main Menu.

Press the Control Stick ↑ or ↓ to highlight an option and press the A Button to select it.



New Adventure

Start an adventure from the beginning.

Load Game

Load a saved game.

Extras

Check out other exciting Nickelodeon videogames from THQ.

- **Bonus Features** - View the extras unlocked during gameplay.

Options

Customize the game settings listed below. These can also be accessed from the Pause Menu.

- **Audio Setting** - Select STEREO or MONO depending on your sound system.
- **Sound Volume** - Set the volume of all sound except music.
- **Music Volume** - Set the music volume.
- **Rumble Feature** - Turn the Rumble Feature ON or OFF.
- **Default** - Reset all of the options to their original settings.
- **Done** - Confirm any changes and return to the Main Menu.

THE PUPANUNU PEOPLE'S PROPHECY

Tak, the Moon Juju sent me here to help you.
My name is Flora.



Many centuries ago, a Pupanunu shaman prophesized the tragic fall of the beloved Moon Juju sometime in the distant future. That knowledge has been passed down from shaman to shaman for generations. The Moon Juju is the Pupanunu tribe's goddess protector and she is in great danger.

At the election for High Shaman, all in the tribe decided that the much respected Jibolba should represent them to the gods. The old man is honest and has strong Juju.

The other candidate was Tlaloc. Though a powerful shaman, he is arrogant and disliked by the tribe. When rejected, he became enraged and plotted revenge against the tribe. The prophecy was beginning to play out.

Jibolba thought he was prepared for the day the prophecy would come true. He trained his apprentice, named Lok, to battle any evil that might challenge the power of the Moon Juju.

But now it seems that Lok has been transformed by some evil magical spell ...into livestock! He has been sheep-shifted and turned into a helpless hapless hooper. Lok, the young shaman warrior and savior of your tribe, is nothing more than a lamb in sheep's clothing. Actually, almost every villager is out grazing as we speak!

All this woolly weirdness was perpetrated by evil sorcerer Tlaloc and his voodoo doll back-up team named Pins and Needles. Tlaloc stole the magical Moonstones from the Moon Juju leaving her powerless while transforming himself into the most powerful mortal in the world. What a sheep trick!

ABOUT JUJUS AND ME, FLORA

There is the mortal world where you live, and the magical world of Jujus where I live. Jujus are mystical beings who wield power called, you got it, Juju. The Moon Juju is worshipped by you mortals and admired by us Jujus... and not just because she's a great dresser either! Well that too, but she's also beautiful and kind to everyone. Oh, did I mention she's my mom?

Only tribal shaman can even see us and only a very few can harness the power of our world. But there are rare mortals who know how to "work that Juju" and become very powerful, not to mention totally popular... We're talking "A" list for all parties.

If a mortal has the power to summon one of us, we must help that person.

So about me.... Sure I look like this cute little thing, but be warned, I am a very powerful Juju! I will be your window to the hidden magical Juju world that is right in front of your face. Sometimes I will give you guidance. Lucky you!

Gain strength and you will acquire Juju Vision, the ability to peer into our realm and see clearly the magic that swirls unseen around every human. Listen to me and you'll become the Jujuman extreme.



WHAT YOU MUST DO

With Luk turned to mutton, you are the only hope for the Pupanunu. Listen to Jibolba and me, of course, to find out about the objectives you must fulfill to save the Moon Juju and your people. Now you are about to travel to lands far beyond the village. You'll walk in your world and the spirit world. Every adventure will win you more Juju Powers. I'll tag along to give you advice and maybe a little poke in the ribs sometimes. Make the Pupanunu people proud, Tak!

The Objectives Screen

Objectives include finding new places, retrieving objects, acquiring Juju Powerups and battling the forces of bad Juju.

- View the Objectives Screen by pressing the Z Button + Control Pad.
- Press the Control Stick or Control Pad ← or → to scroll through levels, objectives, or Juju powers.
- Press the Control Stick or Control Pad ↑ or ↓ to switch between levels and objectives.
- View Objective types by pressing the A, B, or I Buttons. For example: You need to find at least 9 Magical Nubu Plants for Jibolba. Press the B Button to view the total number of Magical Nubu Plants you have.



THE GAME SCREEN



Life Feather

See the feather in your hair? It is your Life Feather and shows how much Health you have remaining. When the feather is lightly colored all the way to the tip, you have full Health. Every time you get injured, part of the feather darkens to show you have lost some Health. If the whole feather darkens completely you are down and out! Keep healthy by avoiding attacks and seeking the gold feather that returns you to full Health. All feathers give you some Health, but the gold feathers will fill you up!

Feathers and Mana Total

Most feathers equal Mana, the force that powers Juju.

Stay healthy and rich by collecting magical feathers. They supply energy for your Life Feather and Mana to fuel Juju Powers. The Mana Total is the number that appears next to the Feather icon at the bottom right of the screen.

- Every time you collect a feather, its Mana value is added to the total, until you are at the maximum Mana.
- Every time you use Juju Power spells that cost Mana, it is subtracted from the total.



Hey, Tak, There are four different kinds of feathers.

Gold feather – This special feather returns Tak to full health

Small purple feather – Worth 1 Mana and a slight health increase

Orange feather – Worth 3 Mana and a moderate health increase

Blue feather – Worth 10 Mana and a slight health increase

- Picking up feathers energizes the Life Feather (in your hair) to repair lost Health.
- Many Juju Powers require energy and demand a certain number of Mana that are subtracted from your total when used.

See "Juju Powers" on page 19.

Collected Object

Every time you find an important object, the total number of the object you have appears with its icon at the bottom right of the screen. It could be feathers, Yorbels or some other object vital to completing the task at hand such as gold teeth.

TRAINING

I want to let you into Warrior Lok's training area before you start your adventure. Move through this course and I will give you some pointers including how to jump, handle animals, throw objects, and more. Then go save the world!



TAK'S VILLAGE

The village is the center of your world, home of the Pupanunu tribe and the starting point for all your adventures. Here you can find Jibolba's Hut (he's your shaman mentor) and gain entry to other realms.



LOOKING AROUND

- Look around you by pressing the C Stick. You can look in any direction.
- Press and hold the R Button + Control Pad to bring the camera directly behind you.



MOVING AROUND

Running and Walking

- Press the Control Stick to run in any direction you want.
- Press the Control Stick part way when you want to move more slowly.

Jumping and Climbing

Press the A Button to jump. Double tap the A Button for a double-jump. When you are trying to climb up to a ledge and it seems too high, try jumping anyway to see if you can grab on and hang from the ledge. Then jump again to hoist yourself up. Also, be on the lookout for things to bounce on.

ROPES

If you want to climb a rope, just jump towards it to hang. Then press the Control Stick ↑ or ↓ to climb on the rope. You can swing back and forth on a rope too, by pressing the B Button. Press the A Button to jump from a rope.



ZIP LINES

Zip lines are ropes that run down from one point to the next. Just jump on and slide down.



Machines

Always be on the lookout for vehicles and other machines that can transport you to new places. To use a machine, press the Y Button.



ANIMAL POWERS

Hey Tak, the most important thing for a Jujuman is to know how to get animals to do his bidding. Well, really the most important thing is having ME for a friend! But this is next. Study the animals and how they act to help you answer these questions.
"How can this creature help me solve a puzzle?"

Perform some task? Get me to some new place?



If you can't get an animal to stop running around, try giving it a good reason to stop for you.

Take an orangutan for example: Think he's just hanging around munching bananas and tossing sheep? Watch his actions. What's he doing that can help you solve a puzzle or get to some new place?

Watch the Emus, Monkeys and Rhinos too. Each has physical capabilities that you can put to use.

Poor Tak. You took a swing at the orangutan and he punched you out. That's harsh! Monkey knuckles must taste pretty gnarly. When I saw the look on your face ...! Ha ha!



Hey, Tak. The only way you can ever win is to turn chicken!



SEE THE WORLD THROUGH JUJU VISION

Right now there is so much happening around you that you don't yet see. But just wait. Part of becoming a great shaman is Juju Vision, the power that enables you to see what is invisible to everyone else. Once you have Juju Vision you can see and acquire even greater powers. You will be able to control the animals around you, see invisible spirits and find even more treasures.



There's a way to get rid of a Nerbil, and capture Mana from his rising spirit to heal yourself. To do this you must have Spirit Sight and react fast before the spirit floats away. Look for this Juju powerup during your adventure.

The Club

DIAGNOSIS

...that something good will
 happen. It's the only way to
 survive. It's the only way to
 live. It's the only way to
 love.



- To perform a normal jump while holding the Blowgun, press **Jump** and **Hold** the **Blowgun** button.
- To perform a normal jump while holding the Blowgun, press **Jump** and **Hold** the **Blowgun** button.
- To perform a normal jump while holding the Blowgun, press **Jump** and **Hold** the **Blowgun** button.

The Spirit Rattle

...the rattle against enemies both mortal



- between the Blowgun and your Spirit Rattle

Amulet of Champions

Once you get the Amulet of Champions later in your quest, you will have access to areas protected by the Seal of the Champion.



USING THINGS

Operating Equipment

In fact, it's what something might do
to you, such as it can press the
... .. I have seen it
... .. I have seen it

Pick Something Up

You can sometimes get rid of ticks by walking over them. Other times you

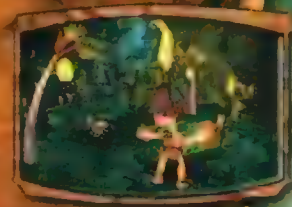
To put an object down press the Y Button.



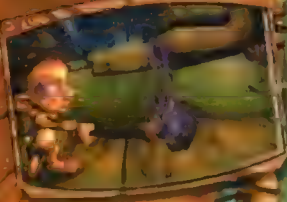
Throwing Objects

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 No Hassle, No Money Back
 30 Day Money Back Guarantee

markers appear to show you how the
 right appears to show where a thrown



They can find you everywhere! Add to them by placing the 10 million old TV tubes! Sometimes they have useful contents, such as a feather. But pots have some pretty creepy stuff inside too, so don't say I didn't warn you.



The Moonstone



1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26



100%



Find them and bring them
home. You don't just put
them down like down.
They live!

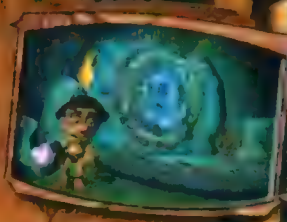


Because there's no such thing as a free lunch, a good idea is to ask for a trial or a demo before you sign up.

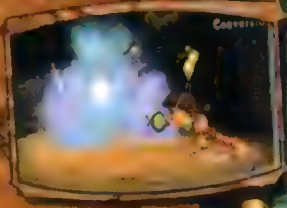


Abstract

Find the Warp Shrine to transport you back to the place you have already visited. Just walk up to the portal, press the Y Button and select a destination. Be sure to activate all Warp Shrines you encounter and you will be able to return to them at any time.



When used,



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- Most Feathers that you see in your world are **Imaginary Feathers**.
- A 2000 study found that 90% of the feathers seen in the world are **Imaginary Feathers**.
- Only a small percentage of feathers are **Real Feathers** and you may not see a **Real Feather**.

Press the Y button to end the spell.

The Jujitsu Powers

Restoration Dances



This magical dance of total health heals all damage and restores your Life Points.

Mana Magnet



All Enemies are attracted to you and your Mana.

Mana Portal



This Mana Power allows you to travel and find your Mana Portals.

Spirit Call



If you already have Spirit, use this to attract any nearby spirits.

Summon Meteor



Need a meteor? You got it!

Summon Elemental



From your own Mana you easily summon elements.

Eagle Eye



Make the Shaman as a Shaman. Press the Y Button to enter through clouds that will the L Stick to move.

Spirit Sight



Use the Spirit Sight to see Nerbil spirits, which you can capture to use for healing and Mana.

Longer Life



Use this any time and you can take more damage without falling. You don't have to press any buttons. This power stays in force from the time you find it.

Agile Complete



Work your life points. It will exist in the direction of the power you find there.

Crazy Feet



Run faster feet.

Shimmer



Stop in your tracks in the water for a few moments, making you almost invisible which turns the enemies' heads away from you.

Warp Mastery



Warp back to your village in any Warp Shrine you've activated. Press the Y Button while standing on it.

Spirit Strike



Strike multiple enemies in the ground or in the air.

Thunder Strike



A swing from your staff delivers explosive power, inflicting major damage.

Nerbil Conversion



Use this to turn a Nerbil into a chicken.

THE PAUSE MENU

Press **START** to pause play.

Continue

Continue where you left off.

Quit

Quit playing and return to the Main Menu.

Save Game

The Snowboard Game will not automatically save your game. The Snowboard Game will save your game when you select the **Save Game** option. The Snowboard Game will save your game when you select the **Save Game** option. The Snowboard Game will save your game when you select the **Save Game** option. The Snowboard Game will save your game when you select the **Save Game** option.

Control Information

Review your memory and view the control information.

Options

AUDIO SETTING

Select **STEREO** or **MONO** depending on your sound system.

SOUND VOLUME

Set the volume of all sound effects.

MUSIC VOLUME

Set the music volume.

REMEMBER FEATURE

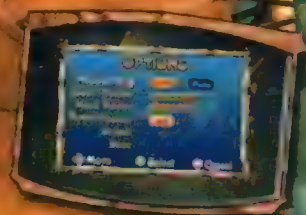
Setting the **Remember Feature** ON enables the **Remember Feature** to respond to game events.

DEFAULT

Reset everything.

DONE

Select **DONE** to save your settings and return to the Pause Menu.



SNOWBOARDING AND SANDBOARDING

You're not dressed for a hot sun world, so you'll need to wear the Snowboard and Sandboard.



See the Snowboard and Sandboard Controls in Table 1.

- Use your Snowboard by pressing the **Control Stick** to move.
- To **Quit** jump, first prepare for a jump by pressing and holding the **A Button**, and then release the **A Button** to jump.

Sticking the Tricks

- Get air and press the Control Stick to spin (← or →), or flip (↑ or ↓).
- Just as you hit a fallen tree or icy ledge, or sharp edge of a dune, press the Y Button to grind your board.
- Pull tricks to win points. As you earn points, your boost meter fills up. When the meter is full, you can use turbo by pressing the Z Button. You can press the Z Button again to fill the turbo meter twice to have two turbos available.
- Pull grabs by pressing the B Button + Control Stick while airborne.
- Wiping out will reduce your adrenaline when you fall into a hole in Powder Canyon.

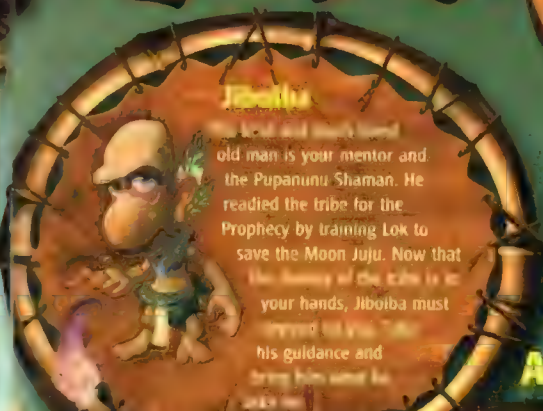
...the ...

Scoring

- When you're submitting letters to the editor and preparing to make your comments in public
- A note for you: You have to take the time to write properly and find the proper subject in GPO's Web site
- Submitting letters will give a number of the same letter, you will be more active
- A good idea: the public agent in GPO and you will have the time

FINAL SEATING

- **Quagga Feathers** – Only in the Quagga Group. Colors: yellow, orange, red, brown, black.
- **Parula Feathers** – Small number of feathers you yielded. Colors: yellow, orange, red, brown, black.
- **Parula Feathers** – Only in the Parula Group. Colors: yellow, orange, red, brown, black.
- **Small Feathers** – Small number of feathers you yielded. Colors: yellow, orange, red, brown, black.



100

old man is your mentor and the Pupanunu Shaman. He readied the tribe for the Prophecy by training Lok to save the Moon Juju. Now that the destiny of the tribe is in your hands, Jiboiba must serve as your guide. With his guidance and strength, you will be able to save the tribe.

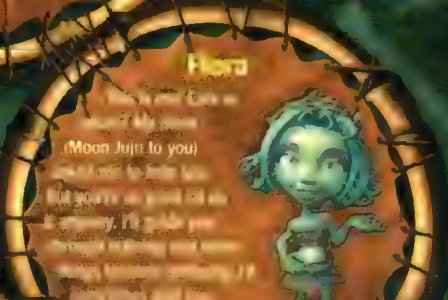


Figure 1

(Moon juji to you)



Lok



MORTALS AND JUJUS

Moon Juju

She's the beautiful queen of our realm and the goddess who protects your world from evil Juju. Jibolba admires her power



Tlaloc

He looks like Tlaloc, the Aztec rain god, but he's a Voodoo Shaman - dishonest, very tricky, smarter y'it and downright evil. He wants control over your world and mine! If you can't rescue the Moon Juju it's going to get real ugly around here! Tlaloc is the only one who can perform the Voodoo Ceremonies.



Pins and Needles

Meet Tlaloc's dancing Voodoo doll henchmen. When it comes to diabolical Voodoo, these are the little devils that it all sewn up. At least one of them has to keep his mouth



SAVING AND LOADING GAMES

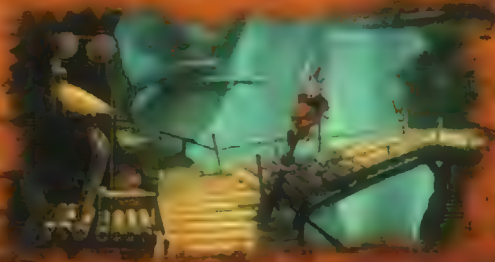
Saving

to manually save a game:

1. Press START to display the Pause Menu, highlight SAVE GAME and press the A Button.
2. Highlight one of the files you want to save and press the A Button to save your game. If a previously saved game exists, you will be prompted to save over the previously saved file. If so, select YES.
3. You can save up to three games using Memory Card 251, or you can save one game using Memory Card 59.

Loading

1. On the Main Menu select LOAD GAME.
2. Highlight the saved game you want and press the A Button to load the game.



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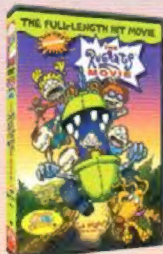
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